

Debugging In Visual Studio® .NET

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Microsoft®
PDC 2000
Professional Developers Conference

Microsoft®
.net

the defining

point

Welcome

- **One debugger, many languages**
- **What's new**
 - In UI
 - For C++ users
 - For Visual Basic® users
- **Animations:**
 - A waste of time

New In Visual Studio

- **Multiple programs**
- **Multiple languages**
- **Multiple machines**
- **All at the same time**

Multiple Language Support

- Also works for:
 - Native C++
 - Managed Extensions for C++
 - SQL stored procedures
 - JScript®
 - VBScript
- Step between VB .NET, and C#

UI Improvements

- **Threads**
 - Now dockable
 - (Applause)
 - Name from ThreadProc
- **Quickwatch**
 - Resizable
- **Exceptions**
 - Including C++ exceptions

UI Improvements

- **Breakpoints**
 - **Persisted**
 - **Dockable Window**
 - **Set in margin**

UI Improvements

- **Command Window**
 - **NTSD-style commands**
 - **kb**
- **Automation**
 - **Greatly improved**
 - **~\$kb**

UI Improvements

- **Modules**
 - **Reload symbols**
- **Set next statement**
 - **Drag the glyph**
- **Attach detach**
 - **Internet Explorer hosted controls**

UI Improvements

- **Disassembly**
 - Shows x86 for all languages
- **Memory**
 - Multiple Windows
- **Unicode support**
 - Expressions
 - Values

Native C++

- **New register types**
 - **3D now!**
 - **MMX**
 - **SSE**
 - **SSE2**
- **Crashdump**
- **No more additional DLLs**

Native C++ Expressions

- Long symbols
- HRESULT
- wchar_t
- @clk
- @err
- @tib

Visual Basic Debugging

- **Debugger is out of process**
- **Attach and detach**
- **Debug multi-threaded applications**
- **Exception handling**

Visual Basic .NET Debugging

- **More flexible Edit and Continue**
 - Add new functions
 - Change function signatures
- **Interop debugging**
 - Native
 - Script
 - .NET Framework

Grocer To Go Demo

- **Demo**

Where do **you** want to go today?

Microsoft

Related Sessions And References

- **None**

Where do **you** want to go today?

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